

Learn to Cook up great games just like ...

BiOWARE™
CORP



*Just in time for
the holidays!!*

*Step-by-Step
Recipe*

Exclusive secrets of game development revealed inside!

Save time, money, and a lot of hard work by using this great new product!

Get it Inside!!

How to make a game

In order to create great game after great game, you need a fool-proof recipe. Without this marvel of modern engineering, you may create one of those forgettable games that gets played for 1 week and are then tossed in a box in someone's garage. To ensure that this doesn't happen to you, BioWare and its mother company, Global Domination, Inc., are providing you with this easy-to-use kit with step-by-step instructions, that will get you on your way to gaming stardom in no time flat!

Ingredients for game

1 package of BioWare's "Game Dough" includes:

1 "Programmer tray"

1 container "Artist-in-a-can"

1 package "Admin glue"

1 "QA Thermometer"

1 "BeatBox Sound Designer Pro"

140 hard working BioWare "Employees"

1 can of "Designer spray"

1 "Animatorific 3000"

1 can of "Hot PR Air spray"

1 "Extra Strength Hot PR Air spray" refill

1 "Production Stick"

Instructions

Step_01: Remove the products from the package, and inspect them. Take Game Dough out of the plastic wrapper, and let it chill somewhere in Edmonton, Alberta, Canada. Coat the Programmer Tray with Designer Spray. This will ensure that game-creation process progresses as smoothly as possible. Add "Game Dough" to the tray and beat "Artist-In-A-Can" into the dough using "The Production Stick" until the dough gains a bit of a rock-like texture. Next, use the "Animatorific 3000" to ensure that the dough doesn't become solid-it needs to move around a bit to become complete! Continue to beat the "Artist-In-A-Can" until it produces a result that looks pleasing, all the while using the "Animatorific 3000" to keep the Game Dough from becoming solid and out-of-date. Liberally sprinkle "Employees" throughout the Game Dough. Repeat Step_01 for 2 to 5 years, or until pleased with basic concept.

Step_02: Now that you have a base, spray mixture with the "Hot PR Air Spray." This ensures that people know what sort of game you're making, and can begin to salivate at the thought of playing it. Use

the "BeatBox Sound Designer Pro" to add various funny noises to your Game. Now use "QA Thermometer" to test if the product is finished. If the thermometer reads "Cool!" you are almost ready to ship. If not, repeat Step_01 again until satisfied with outcome. Repeat using the "QA thermometer" until game is well done. This may take another 2 to 5 years.



Warning: Game Dough may make you irresistible to the opposite sex.

Warning: You may need to use liberal amounts of "AdminGlue" to keep "Employees" occupied and interested during the development of your Game.

Happy Holidays

from the creators
of "Game Dough"

BIOWARE™
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Step_03: Now that the Game is finished, the next step is to saturate the game with the "Hot PR Air Spray" until the entire world has had a taste of your Game. To keep fans stuffed you will need to purchase our "Extra Strength Hot PR Air Spray" and gorge them with new and exciting flavours. To do this properly you might have to repeat Step_01 and Step_02 over.



Step_04: **Sit back and enjoy the benefits of fame and luxury. ***You might have to use the "Production stick" to beat off the hordes of fans (preferably of the opposite sex) that will soon attach themselves to your legs.

***Warning:** Image of box is only a fictional representation of the game. Game may not turn out exactly as shown.

Warning: Before starting next game, get reacquainted with your family and friends, if you have any left.

Warning: Loss of sleep, eyesight, and the ability to have a discussion about anything other than games may occur.

****Warning:** This doesn't happen.
*****Warning:** This really doesn't happen.

BioWare Products



Game Dough
Pleasant mixture of
storyline, graphics engine,
game modification tools,
dragons, fairies, flour, milk,
and eggs

**Programmer
Tray:** Metal tray
made from the
jewelry of BioWare
programmers



**BeatBox Sound
Designer Pro:** Includes
sounds like "B is for Bam" and
"Go for the eyes, Boo!"



**Artist-In-A-
Can:** Roughly 50
shrunk BioWare
artists (add to
cereal to brighten
up your morning)



**Designer
Spray:**
Blood, sweat,
tears, lego and
a little drama
from BioWare's
designers.



**Hot PR Air
Spray:** The PR
department spoke
into a can for two
hours, sealed it,
and packaged it! For
extra Strength try
our Methane refills.



AdminGlue: Made
from the bones of various
BioWare administration
staff



QA Thermometer: Its exact components unknown, this quality-
assurance-related apparatus offers measurements of game progress,
ranging from "There's nothing in QA" to "Ready to ship"



Production Stick: It's a stick. For beating things.



Animatorific 3000: It's like an eggbeater,
only blessed by each of BioWare's animators



Employees: These things work on a microscopic level throughout the day to make sure your Game turns out well

Buy NOW!!!

Order Game Dough now!!! While supplies last!!!
Not only will you be able to make great games, but it will make you popular!



**ADD MYSTERY TO YOUR GAME WITH
EXPANSION DUMPLINGS**

**NO PRESERVATIVES
OR ARTIFICIAL
COLORS!**

**SIMULATED MYSTERY
FANTASY FLAVOUR.**

**JUST LIKE
YOUR MOTHER
USED TO MAKE!**

MMMM
MM...



Warning: Fung La's Jade Empire takes no responsibility for the mayhem that
may occur during application of the dumplings. They cannot control what they do not know.

Advertisement : Expansion Dumplings are a product of Global Domination, Inc. BioWare Corp. was forced to place this ad here and
does not obtain any profit from the sale of Expansion Dumplings. But they sure are good. Mmm...dumplings...